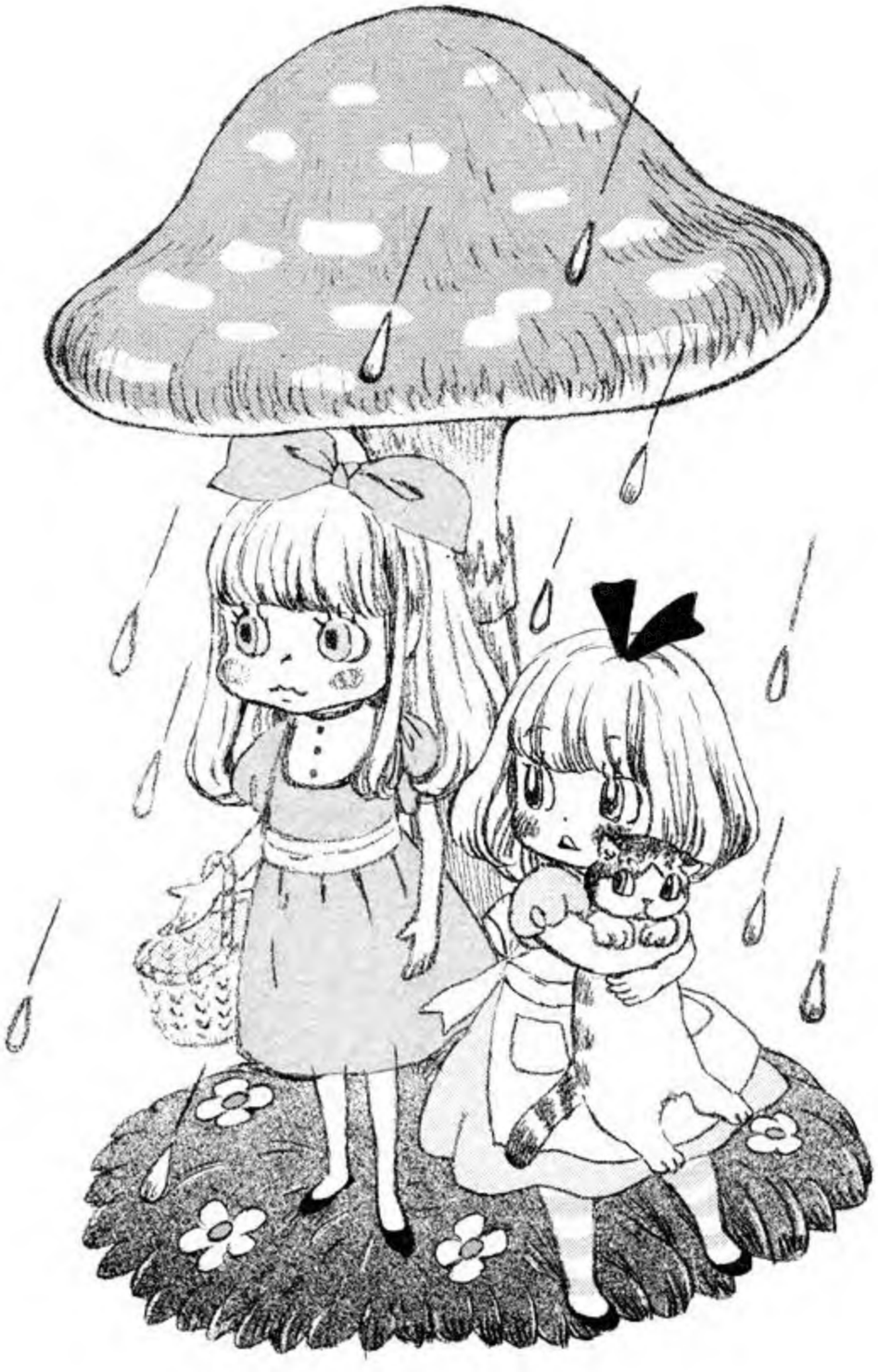
Chapter. 110

Osaka ④



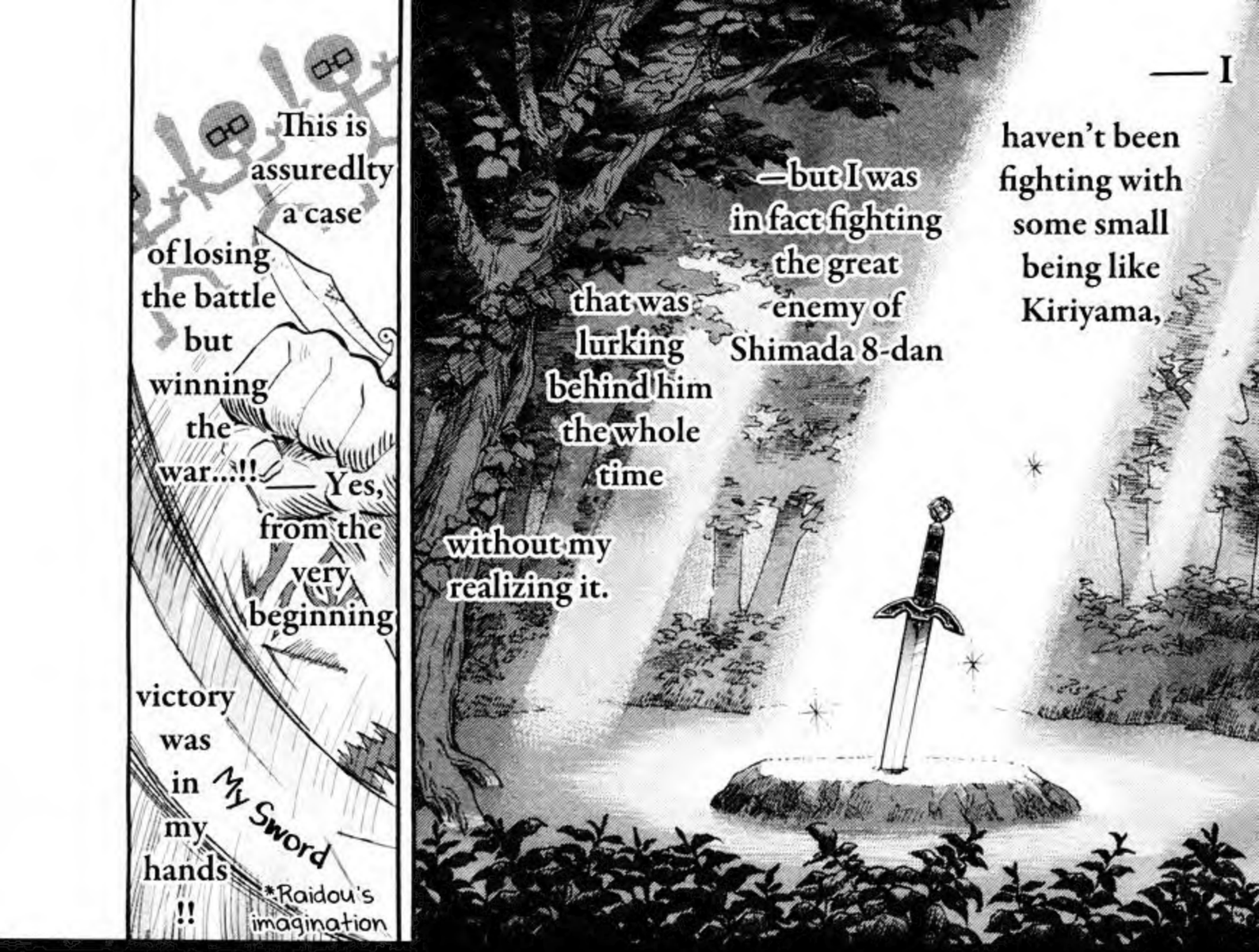
*Questionable talk (Image)
DAMMIT... KIRYAMA...
I CAN'T BELIEVE A YOUNGSTER WOULD PULL SUCH AN UNDERHANDED TACTIC...
HE USED THAT WHOLE QUESTIONABLE TALK TO THROW ME OFF MY GAME.
HE WRENCHED THAT VICTORY RIGHT OUT OF MY HANDS...!!
DAMN HIIIM...
SFX: DAN DAN DANNN
I MISJUDGED YOU, KIRIYAMA!!
THAT COWARD!
SFX: DOSS DOSS DOSS DOSS
HM?

— When I saw the form of Shimada sitting there beyond recognition

I realized.....

— that from the start

I was not wrong about a single thing.....


— I
haven't been fighting with some small being like Kiriyama,
—but I was in fact fighting the great enemy of Shimada 8-dan that was lurking behind him the whole time without my realizing it.
This is assuredlty a case of losing the battle but winning the war...!!
— Yes, from the very beginning victory was in my hands !!
My Sword
*Raidou's imagination

— My God...

Does this mean...

I reached a realm that without even realizing it.....

that even my own imagination...

could not keep up with.....?!

Tomorrow's match is mine!!
LOOK!
THAT'S THE TITLE-HOLDER, FUJIMOTO RAIDOU KIRYUU'S, POSE OF HIDDEN STRENGTH!!
HE VERY OFTEN PAYS HIS RESPECTS TO 'THE BUDDHA OF POSITIVITY'!!
I DON'T THINK I COULD EVER DO THAT! ☆
—I MEAN, LOOK AT HIM! I MEAN IT'S SUCH A TRULY LEGENDARY POSE!!
The last time I did that pose was in 7th grade.
SFX: HARAHARA...
HE SETS THE BAR SOOO HIGH!!
RRRRRRRR
東京
とうきょう
Tōkyō
しながわ
Shinagawa
YES,
HELLO?
AH, IT'S KIRIYAMA. SORRY I'M BACK SO LATE.
WHAT ARE THINGS LIKE OVER THERE?

YOU MUST BE EXHAUSTED.
WE'RE DOING FINE HERE.
YES.
Ashizawa-sama, I'm so sorry we're asking you to do this
on top of everythi~~ng.
BASICALLY WHAT'S GOING ON IS...
Nooo! No trouble at all! Akari-san, to be honest with you
I'm the kind of guy that just loves seeing a bowl fill to the brim with graded daikon.
ガッシュ ガッシュ ガッシュ ガッシュ ガッシュ
SFX: GASSH GASSH GASSH GASSH GASSH GASSHSHI
WE MAY BE QUITE A WAYS FROM ANY GINZA BAR, BUT...
HERE YOU ARE!
GRATED TUNA PASTA, WITH THE DAIKON FRESH OFF THE GRATER!!
ドロン
SFX: DONN
How much grated daikon would you like, Tooyama-sama?
Ooh, Akari-san!
Haaah. Momo-chan is such a little cutie~~~
Give me plenty of graded daikon!! And lots of tuna, too!!
Grated daikon and tuna pasta is sooooo good! ☆
Is this your spoon, Momo-san?
Ooh! I was lookin' all over for iiit!

SHH.
JUST BE QUIET
AND EAT.
HOW...
MUCH DOES THIS COST, DO YOU THINK...?
Oookay then, time for some practice making cocktails.
How would you like some cosmopolitans, customers?
YES, THAT WOULD BE GREAT!!
Please!!
—SO THANKS.
IT'S PRETTY UNEVENTFUL HERE,
SO KIRIYAMA-KUN, YOU MUST BE TIRED. GETTING BACK FORM OSAKA ON THE SAME DAY AND EVERYTHING.
I'm a bit worried about Someji-san.
His blood pressure... I've gotta be careful about that myself.
If we don't have that person's kuzu manju for the summer, my granny will be so disappointed! We've got to get you healthy again soon...
WE'RE PUTTING MOMO TO BED SOON.
She overdid her afternoon nap today, but it looks like she's finally getting sleepy
SFX: UTO UTO... (DOZING)
SFX: PI PI PI

WELCOO
OOME!
カランコロン

GOOD EVENING.
SFX: BIKUH (SURPRISED) GATATAH
HAHA...
WELL, LOOKS LIKE YOU GOT ME.
SO, WHY?

SFX: KATANN
THIS PLACE JUST OPENED RECENTLY, DIDN'T IT?
AH, I'LL HAVE A GINGER ALE, PLEASE.
SO I FIGURED IF YOU WERE ANYWHERE AROUND HERE, THIS IS WHERE YOU'D BE...
MOST OF THE PEOPLE IN THIS AREA STILL REMEMBER YOU.
IF YOU WAITED OUTSIDE, PEOPLE WOULD NOTICE.

—WEREN'T YOU IN OSAKA...?
PEOPLE ARE ABLE TO SEE INFORMATION ON THE SHOGI MATCHES ONLINE NOW,
SO I HAD EVERYONE IN THE KAWAMOTO FAMILY TAKE SOME TIME AWAY FROM THE HOUSE.
haaaa...

SO, WHAT?
DID YOU JUST GO THERE AND COME STRAIGHT BACK?
YOU MUST BE EXHAUSTED.
NO, I'M PERFECTLY FINE.
I WON MY MATCH, TOO.
WHEW. A PRO SHOGI PLAYER, HUH?
THAT'S PRETTY COOL, MAN. ☆
'TALENT AND HARD WORK'.
THAT'S HONESTLY REALLY IMPRESSIVE...

YOU'RE THE TYPE TO DO THE SAME TYPE OF THING!
♡
THINGS GET LOUD AND DIRTY.
AND ONCE YOU'RE CIRCUMCISED

But rather,
a bird...
if I really were
WIN GAMES, EARN MONEY...
I WANT TO BECOME A PRO, WORK HARD, GET ANY RESULTS I CAN,
AND BECOME INDEPENDENT.
ARE YOU REALLY NOT GOING TO HIGH SCHOOL?
YES.
ARE YOU ABSOLUTELY SURE ABOUT THAT?
then I could go through all this
without feeling all this awful pain.....

Don't give me that BS.
HUH?
That's it, shut up...
If you 'wouldn't mind being a cuckoo',
then why don't you go sit naked in a tree
and eat some bugs?

Chapter 110 END

REGARDING PERSISTENT PLAYERS AND PLAYERS WHO PLAY GAMES WITH LARGE NUMBERS OF MOVES

The average number of moves a pro player makes in a game is just over 100 moves. Sometimes there are games with only 60 moves, and sometimes those with 160 moves. I feel like if I had to pick one, there would be more 160-move games. But if you look at the data, there becomes a clear distinction between players who tends towards longer games and who tends towards shorter games.

Faster players, players that tend towards shorter games, have two distinct traits. One is approaching, being good at mating the gyoku. Because when the opponent holds up against them, it leads to a longer number of moves. The other is when they're playing a losing game, they tend to resign early. I probably don't even need to say why that is. Players that like to resign early, also called candid players, are now very few. Everyone keeps holding out to the end. Those people are pretty unpleasant..... Oh, actually I guess I'm one of them.

One top-level shogi player that resigns early is Shima Akira 9-dan. In quite a large number of situations, where he was aware he was losing and a good number of places where it seemed like he could still keep going, he would cast down his pieces. But when he wins, he can play really persistent shogi. His senses are probably a bit too sharp. On the other hand, a player famous for having games with many moves is the recently retired player from Osaka, Awaji Hitoshige 9-dan, known as the 'Long Game Artist' and 'Never-Lose Style'. Even when situations where Awaji-sensei is in superior position, he resists and resists and gets gradually better, but he still resists. To the point where the opponent gives up. That's his style of shogi.

Other current shogi players that are really persistent are... pretty much all young people. When you're young, it's way easier to have more confidence in your stamina, so you never give up. But even that still depends on one's style of play. I'd say that players like Hirose Akihito 8-dan don't tend to play as many moves. In this person's case, his tactics are too good so he wins very quickly but when he loses, he sometimes falls for his very own tactics. Resisting moves can sometimes be pretty bad tactically. Watanabe Akira Ki-ou is like that as well. Toyoshima Masayuki 7-dan is also this type. However, none of them have giving-up habits. And even if they do, there are no young players that win like Shima-san... at all. Peoplllle, please sympathize with us old shogi dudes a littllle! (I'll bet all the young players that read this column will now be even less likely to resign against me.)

Shogi with many moves tends to be in games with large amounts of available time. Speaking specifically, that tends to be the rank-deciding matches. This is of course because players are both enthusiastic, but also because holding out against a bad board takes considerable technique which in turn also requires a lot of time. Shogi is a game in which if there's a gap, that gap tends to get larger and larger as time goes on. So against that fundamental shogi theory, you need to strike back, resist, and play really good moves that can be decisive runs against their opponent, which are no easy feats.

Even though there are players that tend to have fewer moves in their games, the fact of reality is that the number of players who tend to have long games is so huge that I could never write them all.

Harunobu-sama is watching vigilantly over Elizabeth...

3月のライオン

March comes in like a lion

Chica Umino